ABSTRACT

A method and system for processing textures for a graphical image on a display is disclosed. The graphical image includes an object. The object includes a plurality of fragments. The method and system include providing a memory and providing a plurality of texture processors coupled with the memory. The memory is for storing a portion of a program for processing a plurality of textures for the plurality of fragments. Each of the plurality of texture processors is for processing a texture for a fragment in accordance with the program. The plurality of texture processors is capable of processing a part of the plurality of textures in parallel.